

Fig. 1

0987040-040/3360

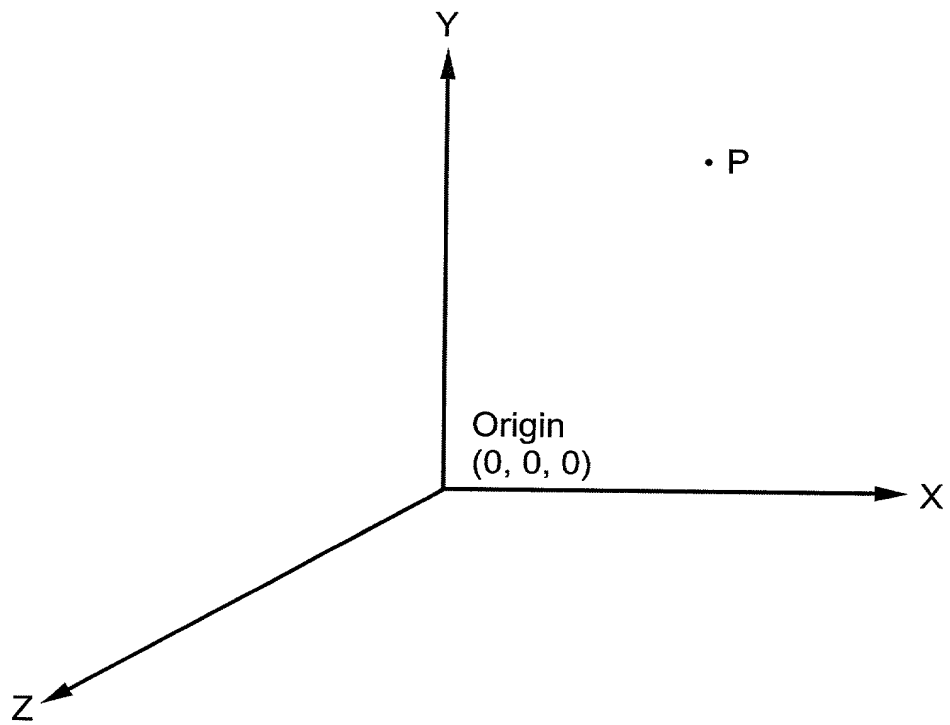


Fig. 2

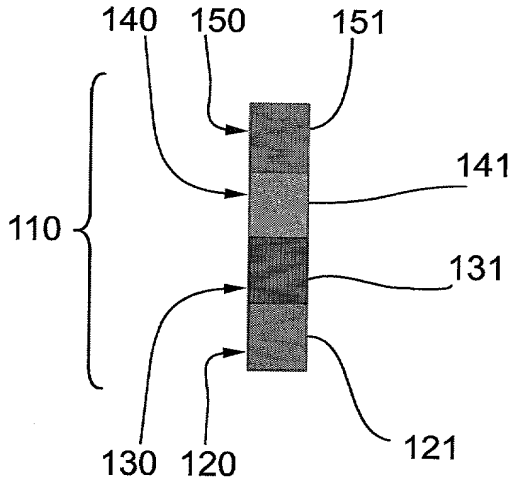


Fig. 3

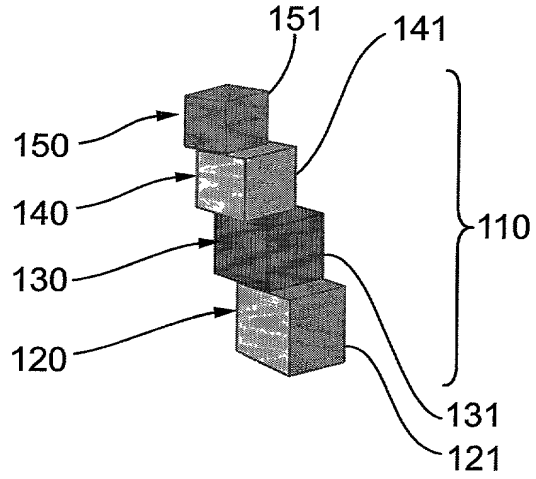


Fig. 4

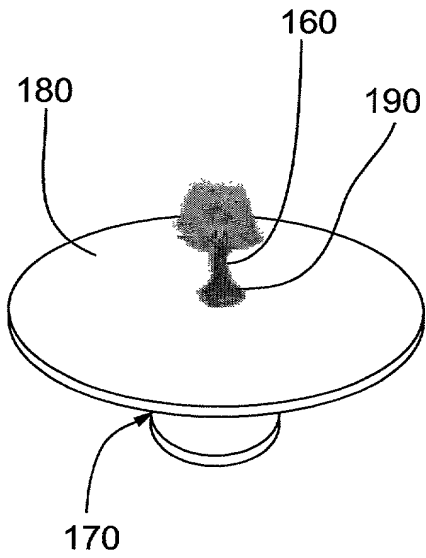


Fig. 5

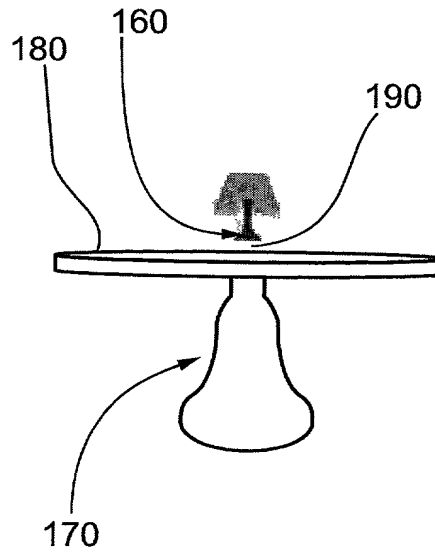


Fig. 6

# Prior Art Virtual Object 800

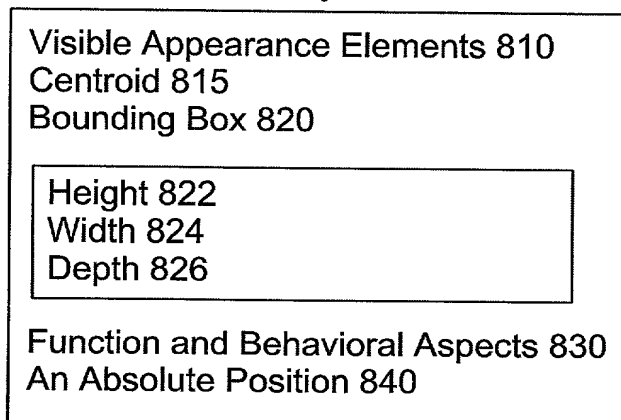


Fig. 7

# Virtual Object (with Relative Positioning Mechanism) 900

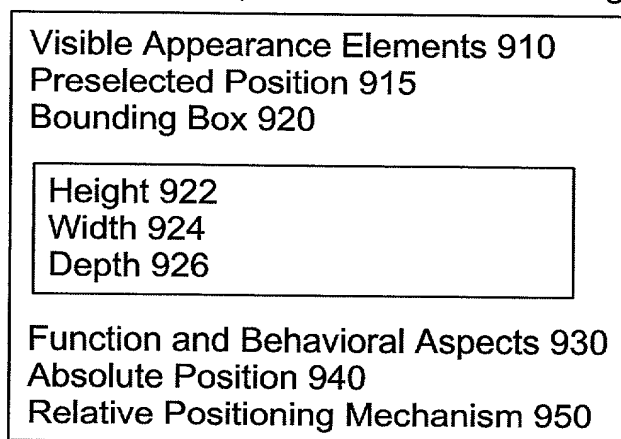


Fig. 8

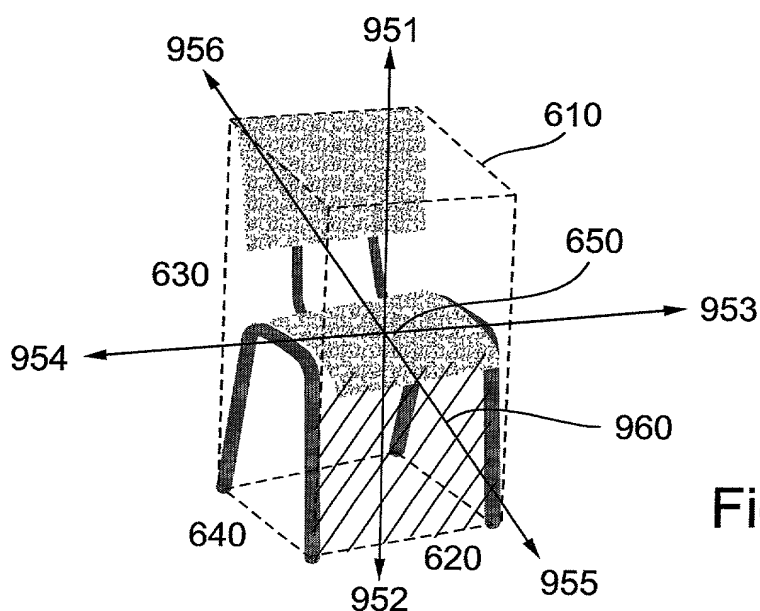


Fig. 9

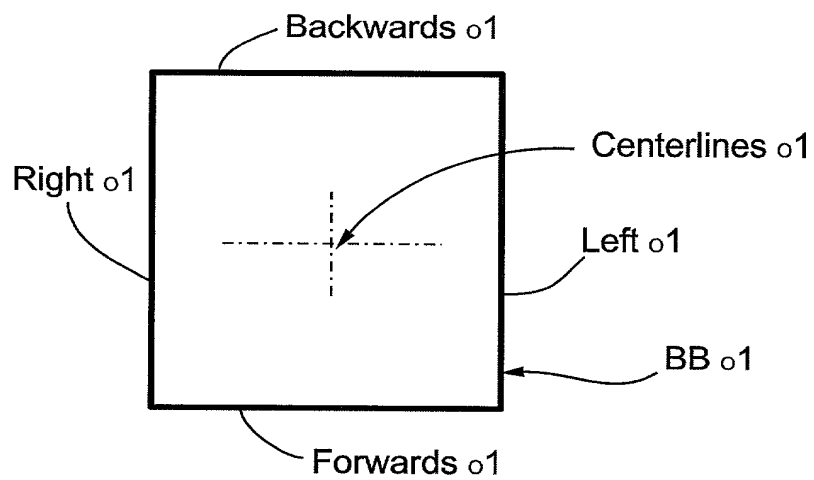


Fig. 10a

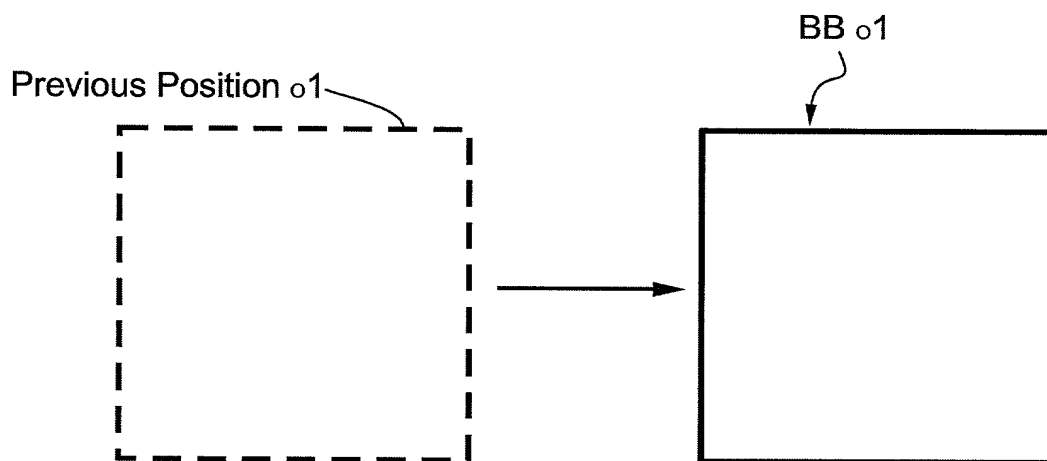


Fig. 10b

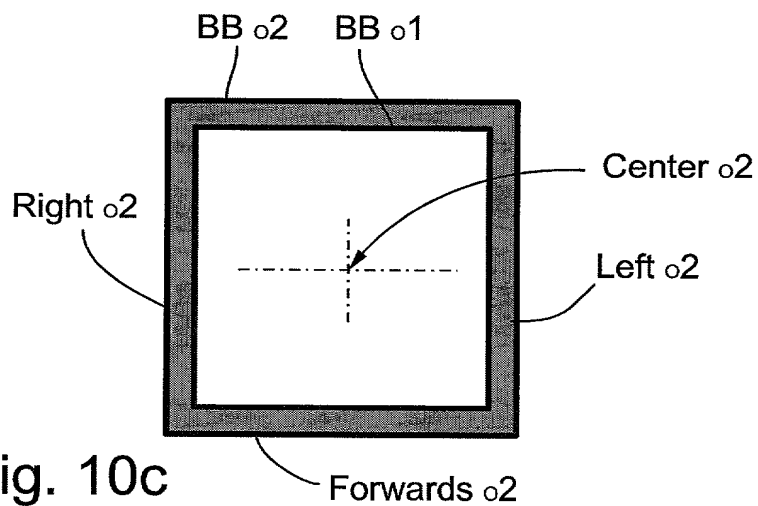


Fig. 10c

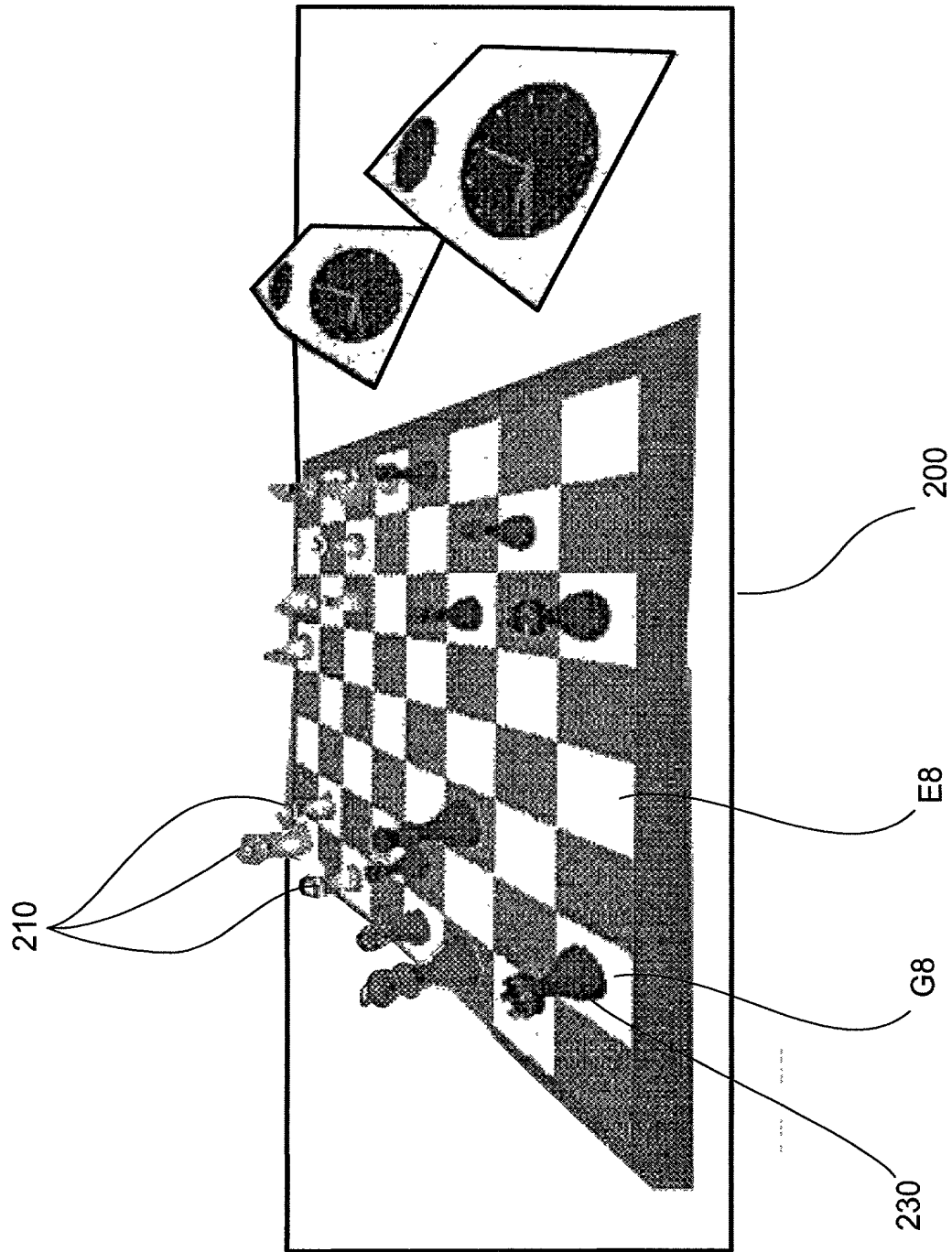


Fig. 11

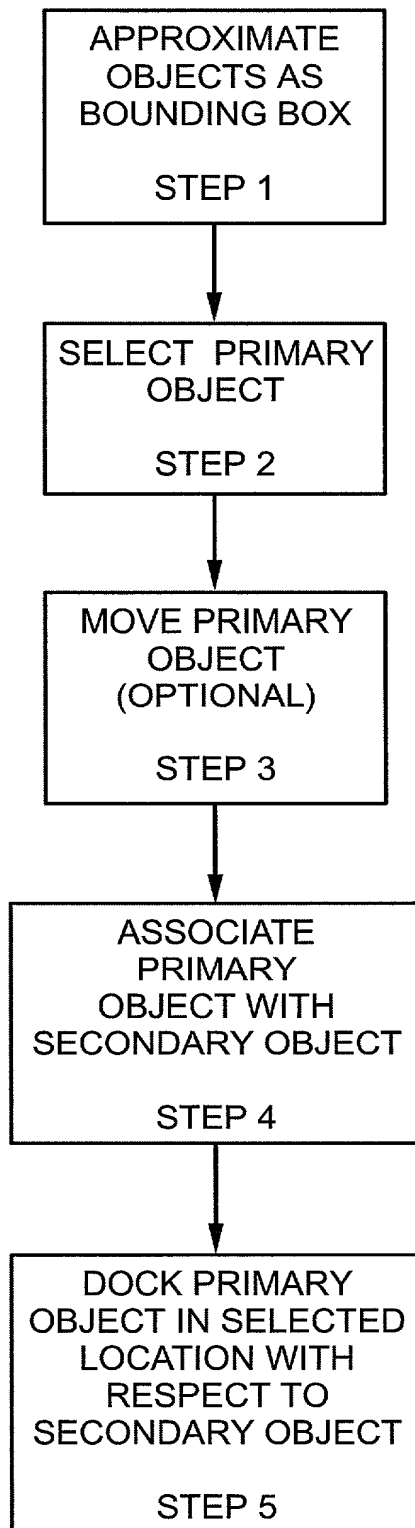


Fig. 12

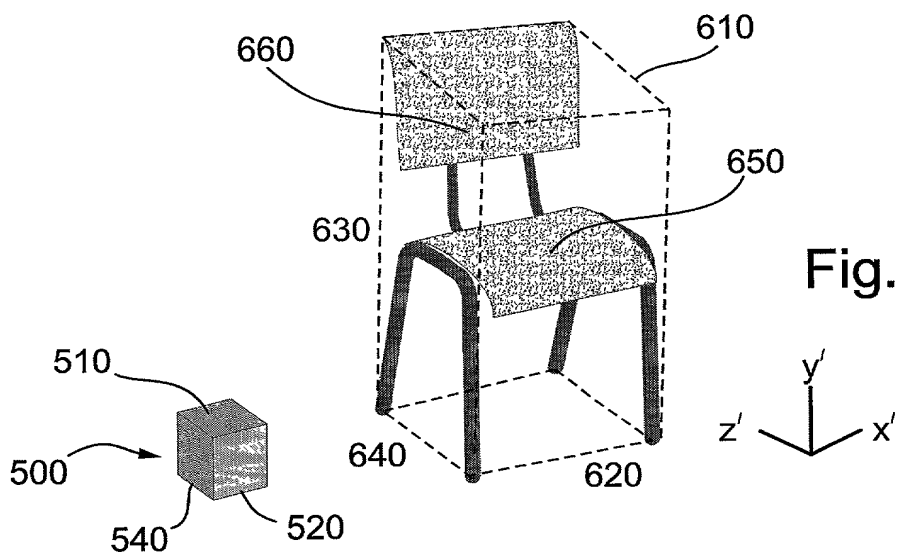


Fig. 13

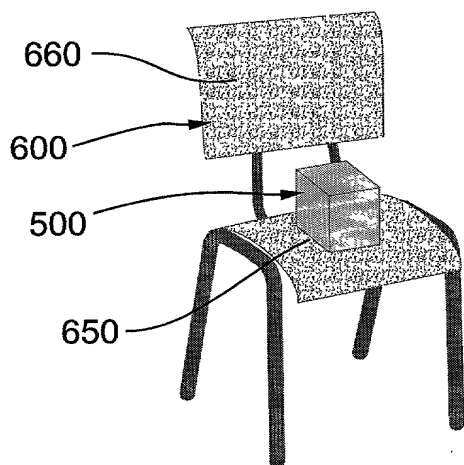


Fig. 14

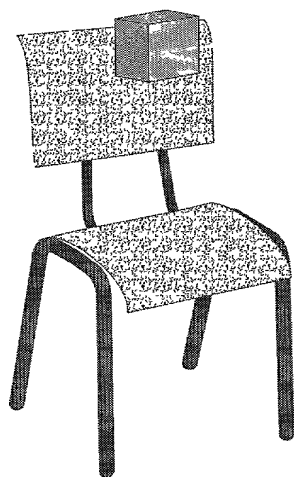


Fig. 15

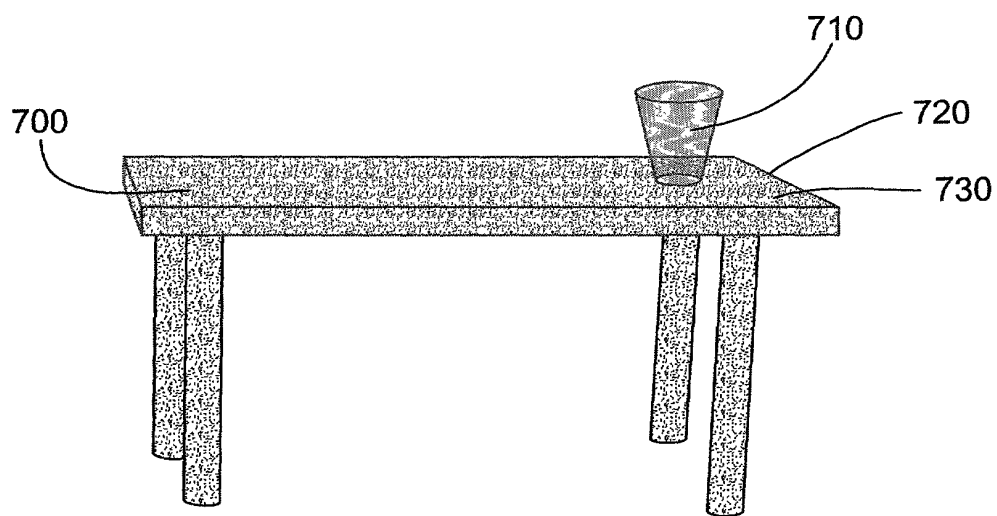


Fig. 16

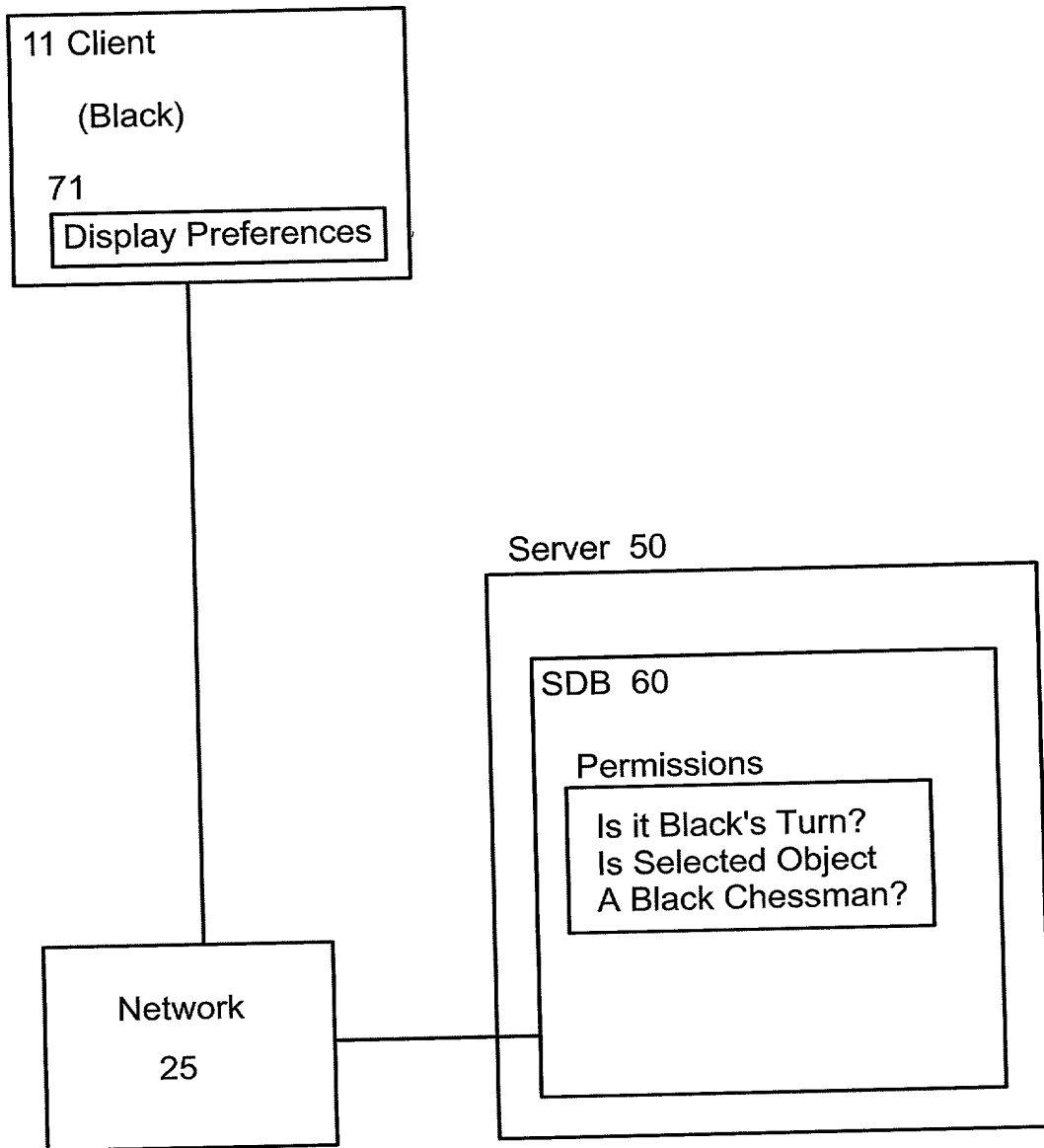


Fig. 17

This figure shows a 3D perspective view of a virtual environment. In the foreground, there is a control menu with the following options: "Put in place", "Move", "Jump", and "Make Transparent". The environment contains several objects: three lily pads (761, 762, 763) floating in the water; a small square platform (755) with a single lily pad on it; a large rectangular block (750) with a dartboard (775) on top; and a small table (740) with a chair (735) next to it. The ground is covered with rocks (745, 786, 787, 788, 785, 789, 770, 780). The water surface is represented by a textured plane.

Fig. 18